

Stage 2

Week 2 - Chipping



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Timetable

Session Length:
60 Mins

Group Size:
1:18

Mastering the Game Skill:
Around the Green

Learning the Game Focus:
Using different clubs, with different lofts

Whole Child Focus:
Don't be afraid to make mistakes

Time	Focus	Suggested Theme Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations for the specific class on the putting green or chipping green Be ready to welcome the children 5 minutes before the session starts 	
10 Mins	Introduction and Learning the Game/ Whole Golfer Focus	<ul style="list-style-type: none"> Welcome and Introduction Communicate the Learning the Game topic Communicate the Whole Golfer topic 	
10 Mins	Warm Up Game	<ul style="list-style-type: none"> Introduce the warm up game and how the the game can be completed safely 	<ul style="list-style-type: none"> Run to the Middle
30 Mins	Mastering the Game Skills and Games	<ul style="list-style-type: none"> Introduce the games and explore important safety guidance Separate children into groups to rotate around the games and pairs/teams to play in within their group Assist children playing the games and ensure children are all following safety guidelines 	<ul style="list-style-type: none"> Single, Double, Triple - Chipping Landing Zones Throw then Chip
10 Mins	End of Session Review	<ul style="list-style-type: none"> Recap the games and find out the children's favourites, as well as how they found the session. Outline to the children the topic for the following week and any important information relating to this class Children can help to tidy down by collecting equipment used during the class Check each child out of the class using the register or ensure school guidelines are followed for collection by parents/guardians 	



• Rules in the Game

- The Learning the Game focus this week is rules in the game of golf. You should outline to the children how rules differs from etiquette and how rules are a vital part of the game of golf
- You should introduce your juniors to rules within the game and introduce the concepts of penalties for breaking the rules using fun concepts



• Friendships

- The Whole Child theme this week is to learn to persevere despite the challenges that children might face in the game of golf and in life
- It should be highlighted that the Achiever Award is presented to the child that demonstrates perseverance throughout the class

Reinforcing positive behaviours

There are lots of ways to reinforce the positive behaviours we want to see in your junior golfers.

Non-verbal reinforcement:

- Thumbs up
- Nod of your head
- A smile

Personal verbal reinforcement:

- “Love that attitude”
- “That’s the creativity we’re looking for”
- “Great effort, keep it up”

Group reinforcement:

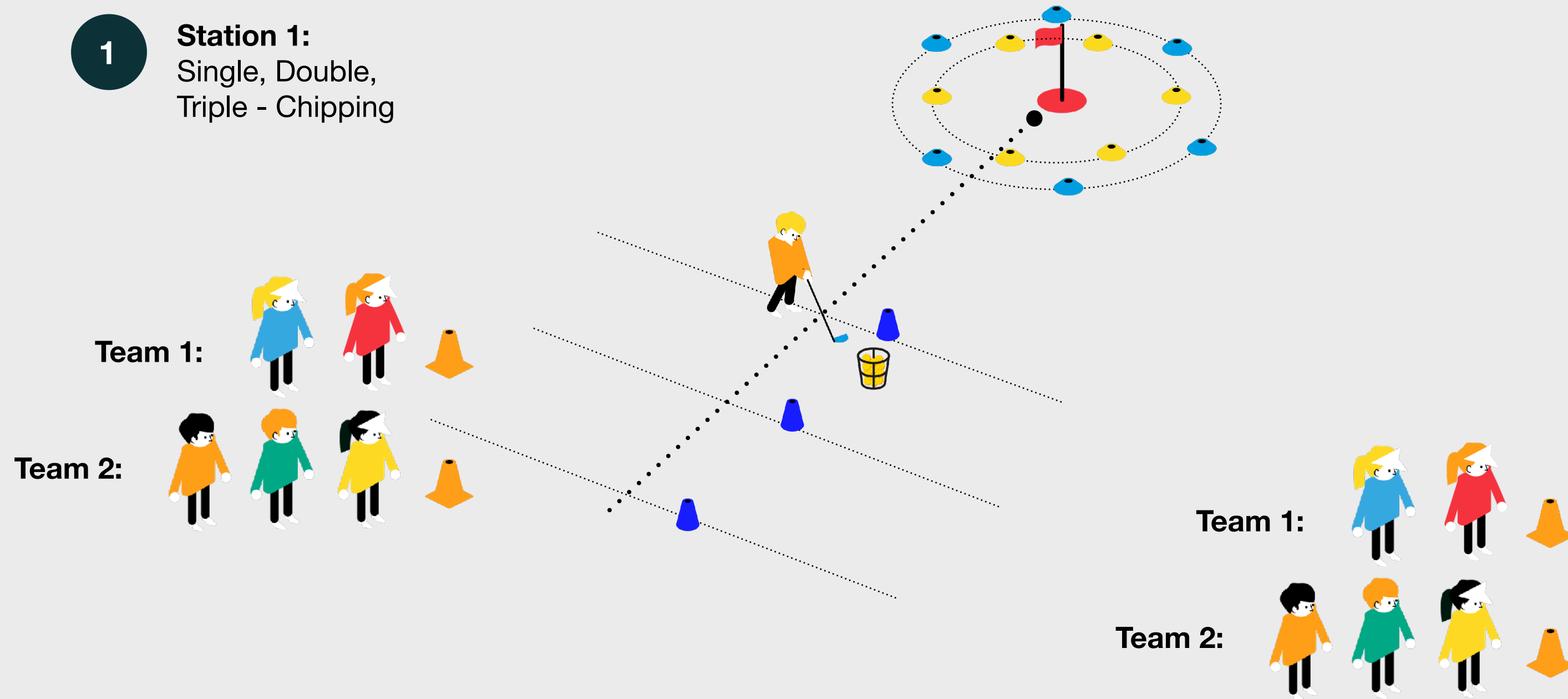
- Stop the class, get everyone together, and highlight the behaviour you observed, and why you liked it
- Awarding the Achiever reward at the end of the lesson is a great opportunity to reinforce positive behaviours
- Be sure to pinpoint two or three moments in the lesson that stood out to you and praise the children involved

Layout and Setup

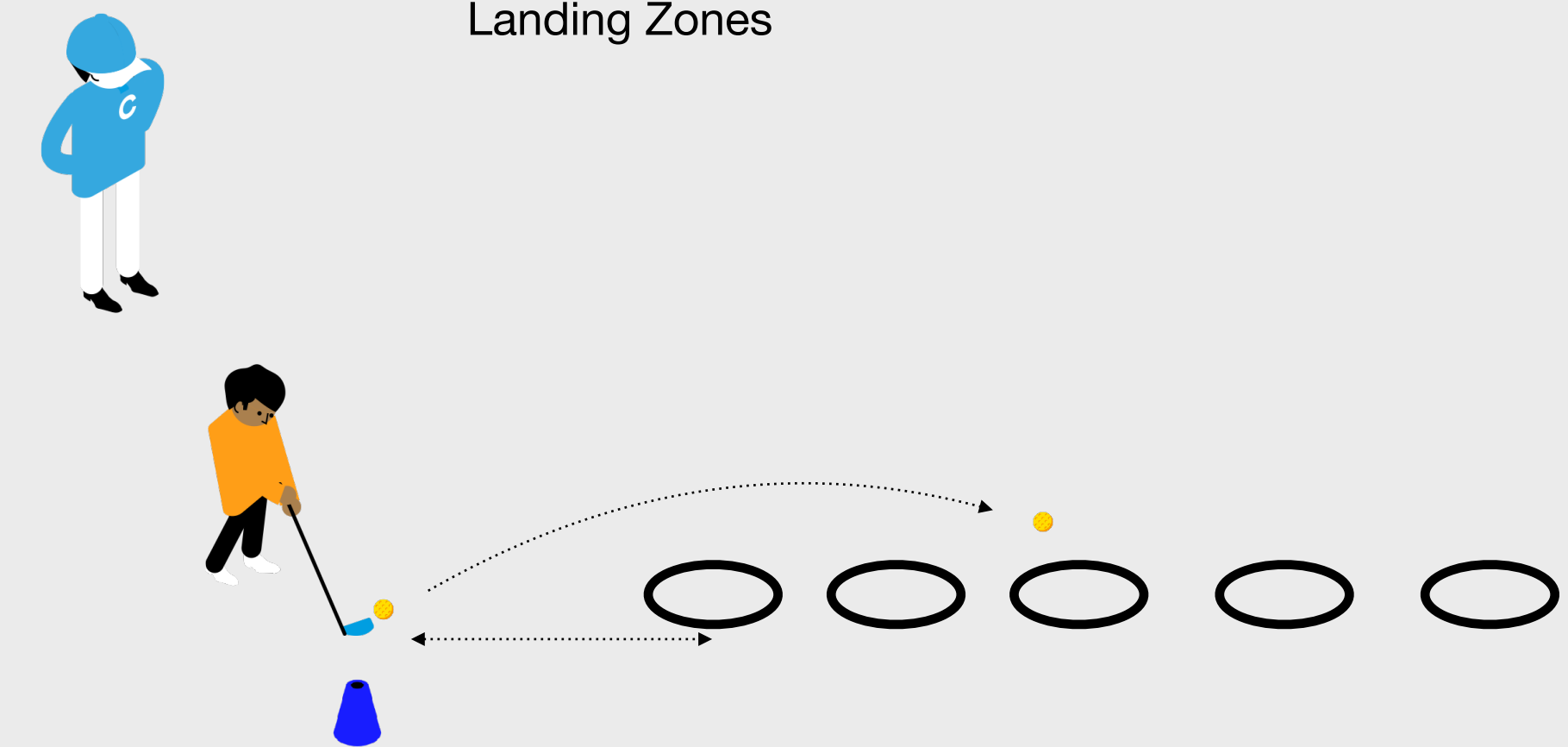


Layout and Setup

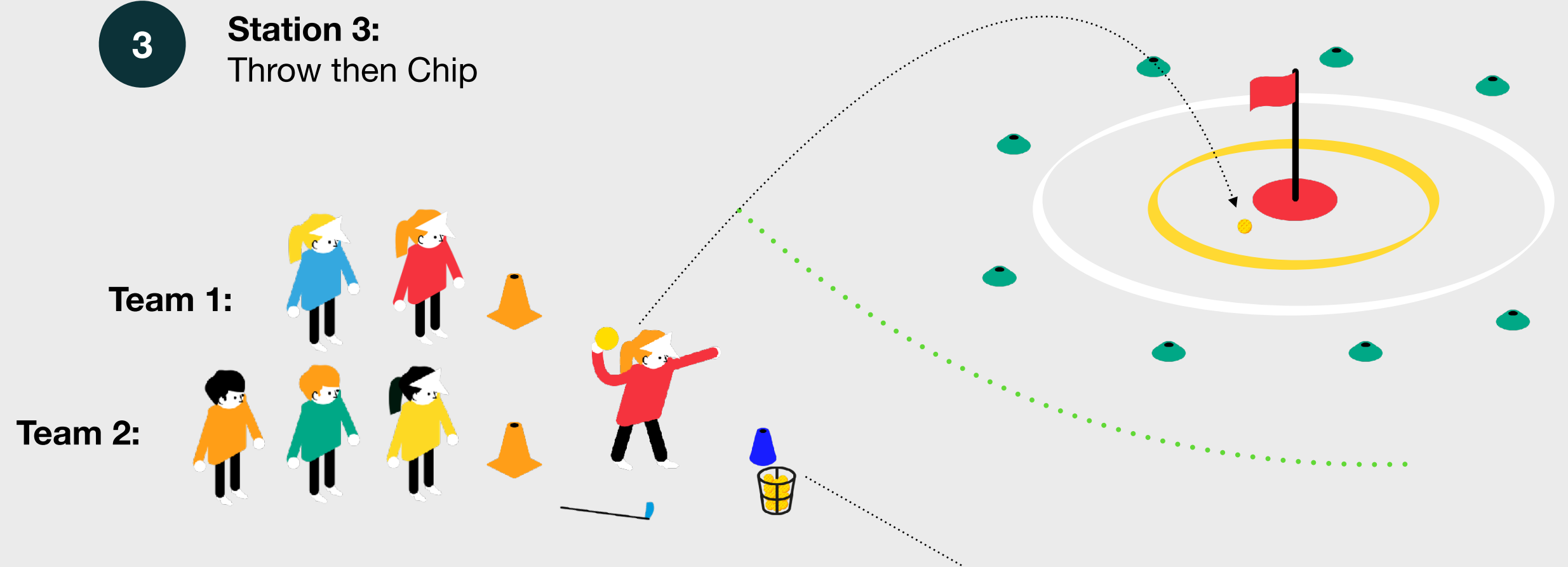
1 Station 1:
Single, Double,
Triple - Chipping



2 Station 2:
Technique Station
Landing Zones



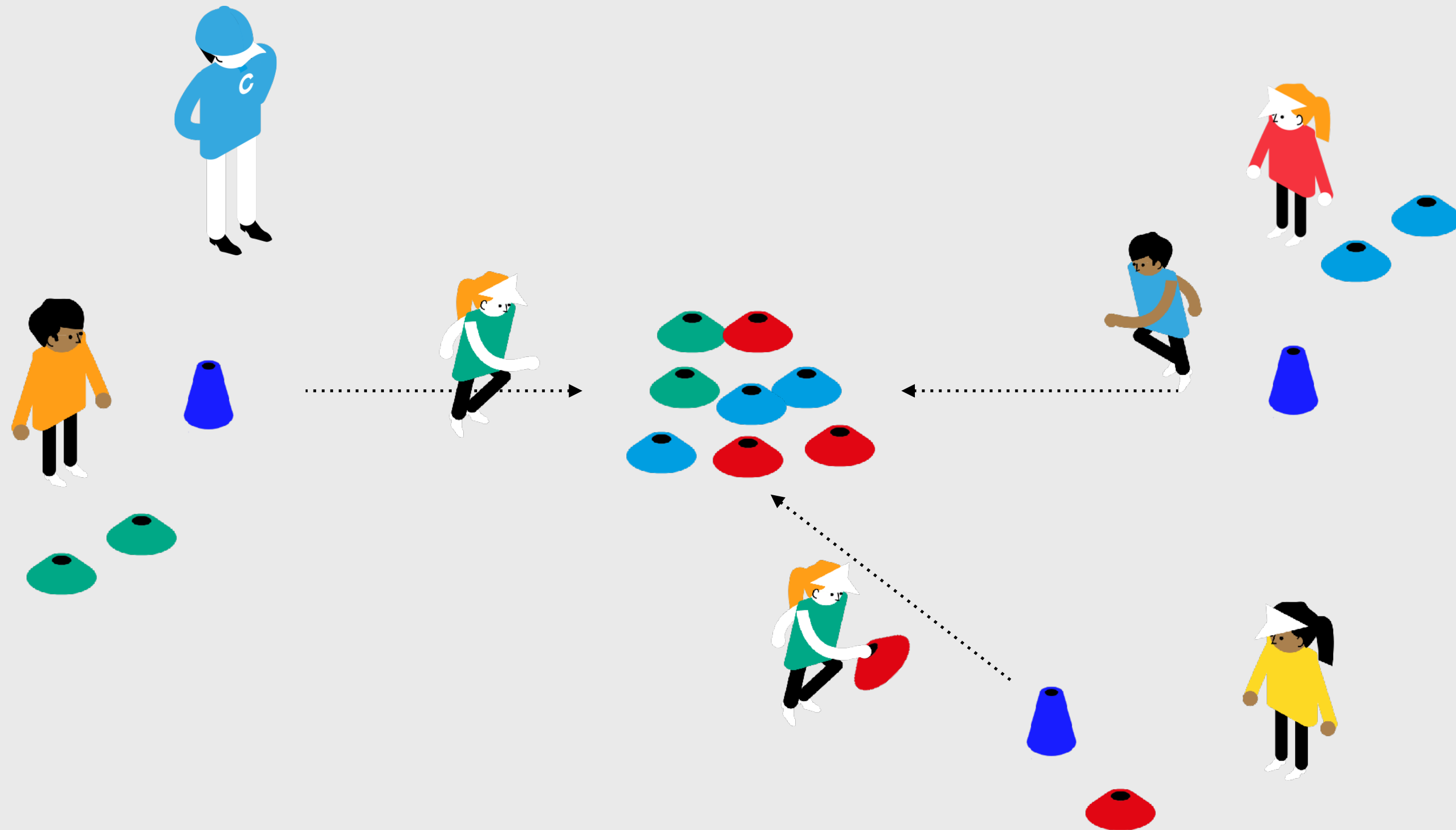
3 Station 3:
Throw then Chip



Warm Up Game Card



Run to the Middle



How to Play

- This game is best played in teams. Split the children into 2 or 3 even teams
- Each team starts on one of the starting cones
- On go, the first player from each team runs from their starting cone towards the pile of coloured cones in the middle. Each child collects 1 cone of their team's colour and returns to the start
- Players continue until all cones are collected
- The team that wins is the one who collects all their cones first

Equipment Needed

Orange Safety Cones

SAFETY

3 x Cones

10 x Green coloured cones

10 x Red coloured cones

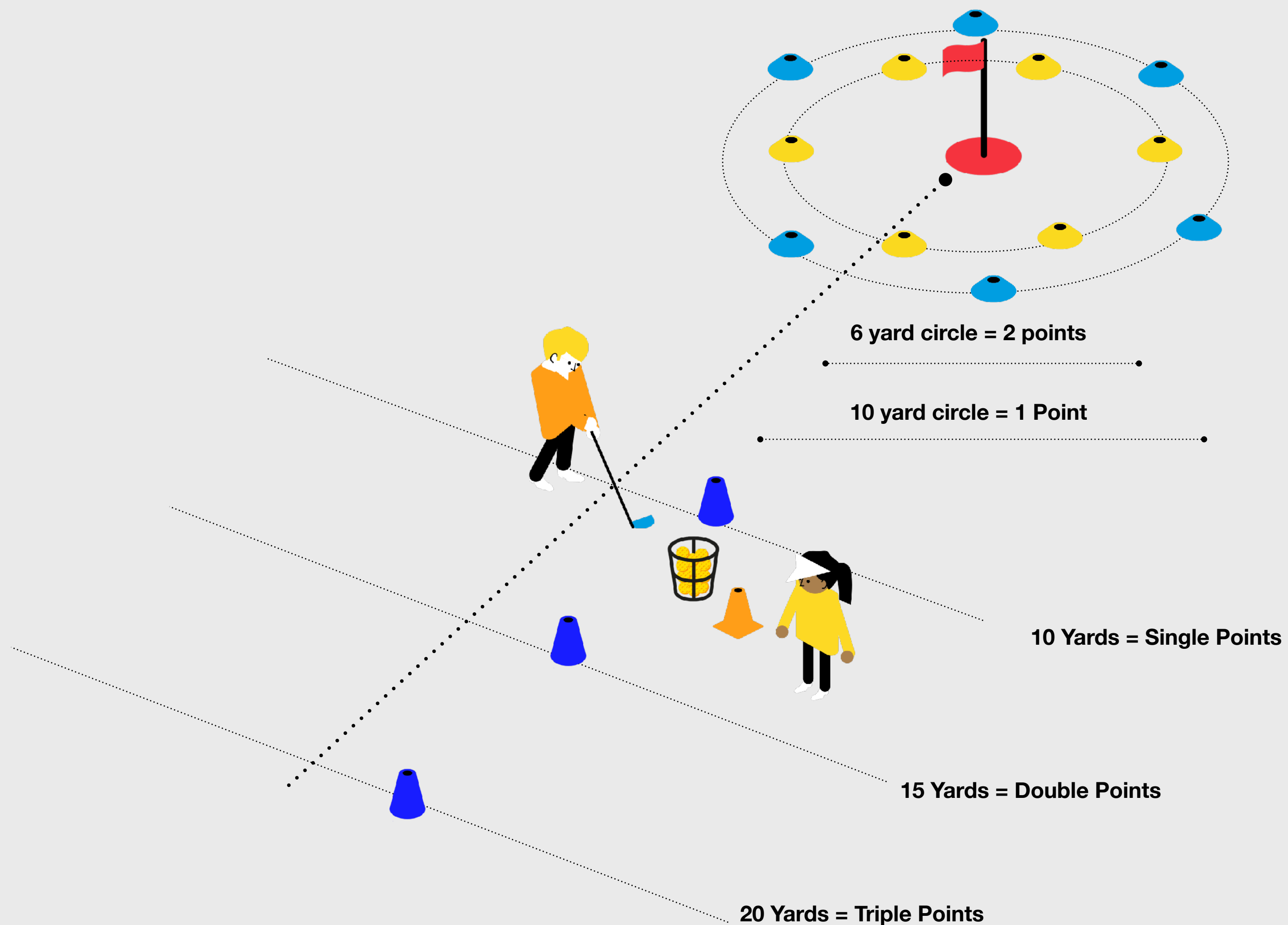
10 x Blue coloured cones

Game Cards





Single, Double, Triple - Chipping



How to Play

- Players take it in turns to choose which distance they want to start from
- If the player starts from the 10 yard line and they chip the ball inside the 10 yard circle they score 1 point, or 2 points for the 6 yard circle
- If the player starts from the 15 yard line they score double points; 4 points inside the 6 yard circle, or 2 points for the 10 yard circle
- If the player chooses to start from the 20 yard line they score triple points; 6 points for chipping the ball into the 6 yard circle and 3 points if they chip the ball into the 10 yard circle
- The game continues until both players have hit 5 shots, the winner is the player who has the most points after 5 shots

Equipment needed

Orange safety cones

SAFETY



3 x cones



Golf balls



10 x Coloured cones to mark the 10 yard circle



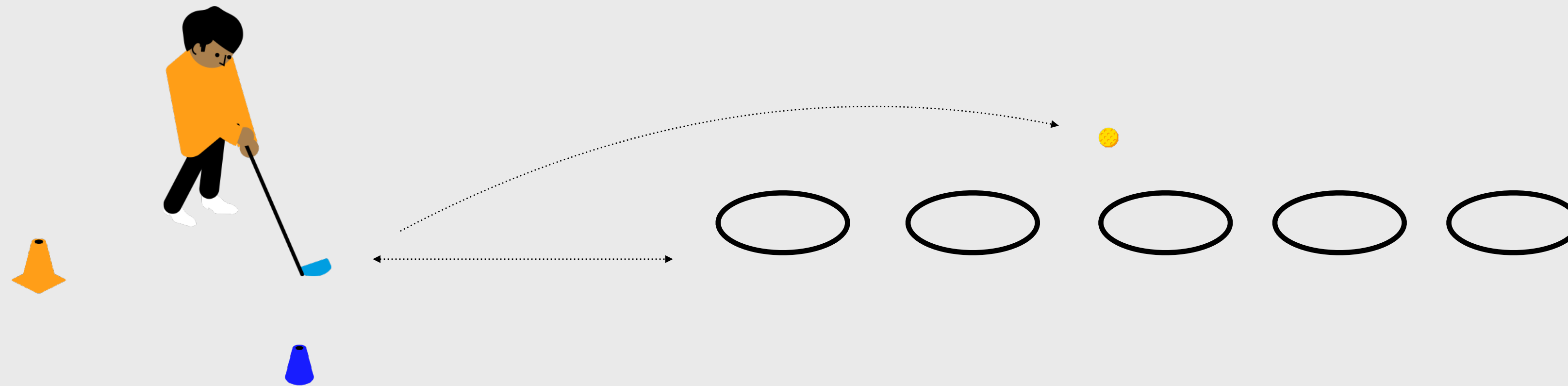
10 x Coloured cones to mark the 6 yard circle



Landing Zones



Technique Station



How to Practice

- Use this station to teach children the technique so they can improve their strike when chipping
- Highlight how having majority of their weight on their front foot and leaning the shaft forward can help promote a more consistent impact for better distance control
- Scatter the hoops on the ground in 2 yard increments from each other
- The aim is to chip the ball to land in the first hoop, and then land in each consecutive hoop thereafter
- The child counts how many shots it takes to chip the ball to land in each hoop

Learning Outcomes

- This will help the learner to understand how they can create an effective strategy for varying landing distances

Equipment needed

Orange Safety Cones

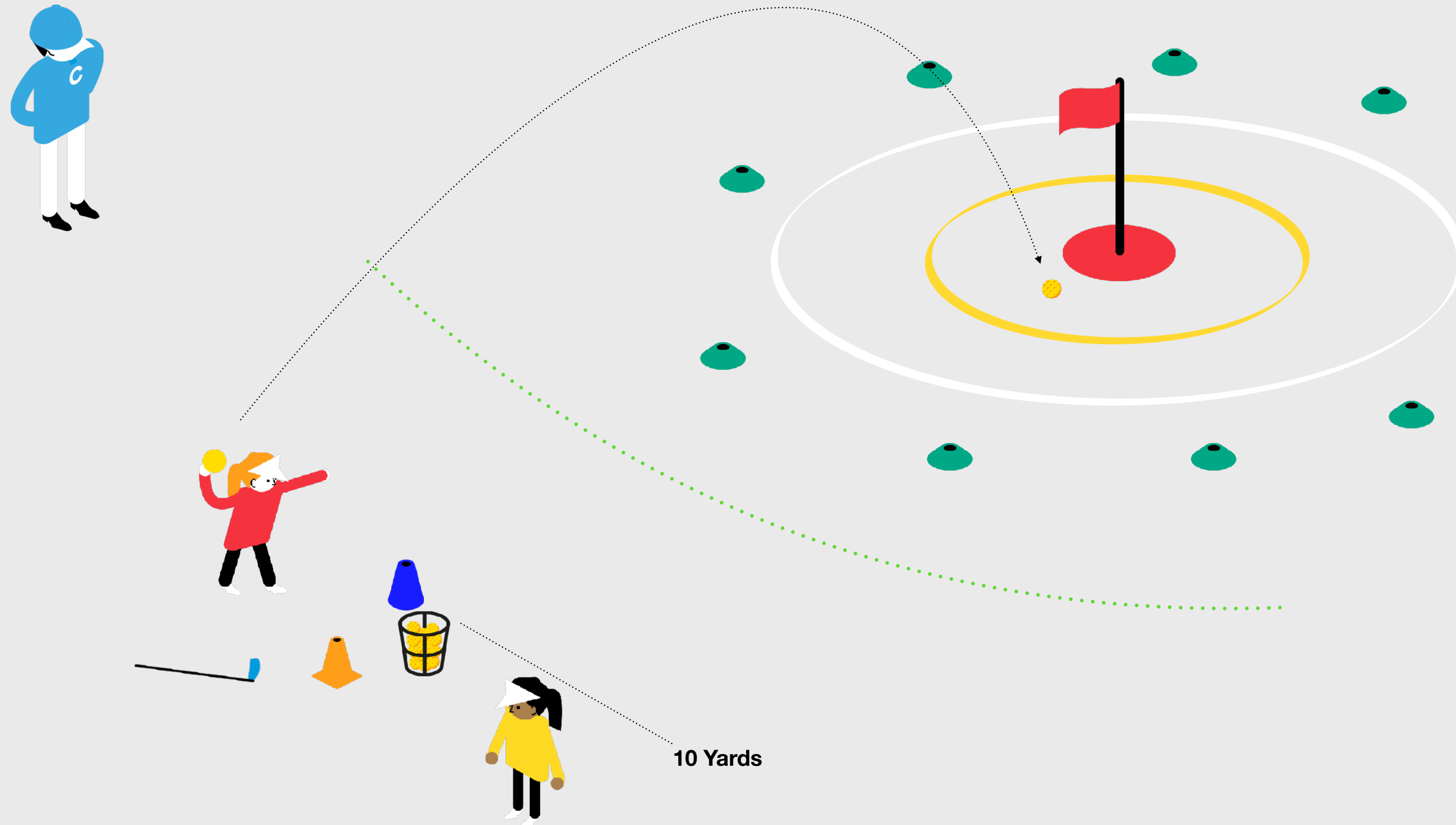
SAFETY

5 x Hoops

Golf Balls

2 x Cones

Throw then Chip



How to Play

- Give the target circles different points
- Each child has 5 throws and 5 bunker shots
- The aim is to accumulate as many points as possible as a team, based on where the ball finishes
- The pair should try to beat their personal best score each time

Equipment needed

Orange Safety Cones

SAFETY



Cones to mark out the necessary hitting station



Spare equipment that may be required for the group attendees.



Golf Balls



1 x 6 feet Target Circle



1 x 10 feet Target Circles



10 x Green Coloured Cones for Outer 12 feet Target Circle

